CLAIMS

What is claimed is:

- usos
 - 1. A method of processing a video stream, comprising:
 - (a) detecting a request to playback a particular frame; and
 - (b) determining whether a decoded version of the particular frame is in a decoded frame cache, and if it is not
 - (i) determining a frame dependency for the particular frame;
 - (ii) determining which of the frames in the frame dependency are in the decoded frame cache;
 - (iii) decoding any frame in the frame dependency that is not in the decoded frame cache and placing it in the decoded frame cache; and
 - (iv) using at least some of the decoded frames in the frame dependency to decode the particular frame to create a decoded version of the particular frame.
 - 2. The method of claim 1, wherein the request to playback a particular frame is part of a request to perform frame-by-frame backward playback and part (b) is performed for successively earlier frames with respect to the particular frame as part of the frame-by-frame backward playback.
 - 3. The method of claim 1, wherein part (i) is performed whether or not it is determined that a decoded version of a particular frame is in the decoded frame cache without part (iv) being performed.
 - 4. The method of claim 1, wherein the particular frame may be an I, P, or B frame of MPEG compressed video.
 - 5. The method of claim 1, wherein the frame dependency is an immediate frame dependency.
 - 6. The method of claim 5, wherein the at least some of the decoded frames referred to in part (a) (iv) are those frames in the immediate dependency.
 - 7. The method of claim 5, wherein part (b) includes recursion where frames in the immediate frame dependency of the frame of interest are not in the decoded frame cache.

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- 8. The method of claim 1, wherein part (b) includes a loop with a terminating condition that all frames on which the particular frame is dependent have been decoded.
- 9. The method of claim 1, wherein decoded frames are replaced in the decoded frame cache according to a least recently used policy.
- 10. The method of claim 1, wherein an index is used to represent each frame in the frame dependency.
- 11. The method of claim 1, wherein the frame dependency is determined through a look-up table.
- 12. The method of claim 11, wherein the frame dependency is determined through successive uses of a look-up table.
- 13. The method of claim 1, wherein the decoded frame cache includes a data structure.
- SUBAZ 14. The method of claim 1, wherein the decoded frame cache includes a section of main memory.
 - 15. An article comprising:
 - a computer readable medium having instructions thereon which when executed cause a computer to:
 - (a) detect a request to playback a particular frame; and
 - (b) determine whether a decoded version of the particular frame is in a decoded frame cache, and if it is not
 - (i) determine a frame dependency for the particular frame;
 - (ii) determine which of the frames in the frame dependency are in the decoded frame cache:
 - (iii) decode any frame in the frame dependency that is not in the decoded frame cache and place it in the decoded frame cache; and
 - (iv) use at least some of the decoded frames in the frame dependency to decode the particular frame to create a decoded version of the particular frame.
 - 16. The article of claim 15, wherein the request to playback a particular frame is part of a request to perform frame-by-frame backward playback and part (b) is performed for

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successively earlier frames with respect to the particular frame as part of the frame-by-frame backward playback.

- 17. The article of claim 15, wherein part (i) is performed whether or not it is determined that a decoded version of a particular frame is in the decoded frame cache without part (iv) being performed.
- 18. The article of claim 15, wherein the frame dependency is an immediate frame dependency.
- 19. The article of claim 18, wherein the at least some of the decoded frames referred to in part (a) (iv) are those frames in the immediate dependency.
- 20. The article of claim 18, wherein part (b) includes recursion where frames in the immediate frame dependency of the frame of interest are not in the decoded frame cache.
- 21. The article of claim 15, wherein part (b) includes a loop with a terminating condition that all frames on which the particular frame is dependent have been decoded.
- 22. The article of claim 15, wherein decoded frames are replaced in the decoded frame cache according to a least recently used policy.
- The article of claim 15, wherein an index is used to represent each frame in the 23. frame dependency.
- 24. The article of claim 15, wherein the frame dependency is determined through a look-up table.
- The article of claim 24, wherein the frame dependency is determined through 25. successive uses of a look-up table.

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Sub (13)

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26. A computer system including:

a processor and video processing circuitry;

a display; and

memory including instructions which when executed cause the processor and video processing circuitry to

- (a) detect a request to playback a particular frame; and
- (b) determine whether a decoded version of the particular frame is in a decoded frame cache, and if it is not
 - (i) determine a frame dependency for the particular frame;
 - (ii) determine which of the frames in the frame dependency are in the decoded frame cache;
 - (iii) decode any frame in the frame dependency that is not in the decoded frame cache and place it in the decoded frame cache; and
 - (iv) use at least some of the decoded frames in the frame dependency to decode the particular frame to create a decoded version of the particular frame.
 - (c) provide the decoded version of the particular frame for displaying on the display.

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